std::map< G4int, G4ThreeVector >
– keys
– elements

std::map< G4int, G4double >
– keys
– elements

\ _momDirAtLastScatter
_positionOfLastScatter

_energyAtLastScatter
_timeAtVertex
_timeAtLastScatter

BDSTrajectory
– _positionOfLastScatter
– _momDirAtLastScatter
– _energyAtLastScatter
– _timeAtLastScatter
– _timeAtVertex
+ BDSTrajectory()
+ BDSTrajectory()
+ BDSTrajectory()
+ ~BDSTrajectory()
+ operator new()
+ operator delete()
+ operator==()
+ AppendStep()
+ MergeTrajectory()
+ printData()
+ printDataOfSteps()
+ printDataOfSteps()
+ GetPositionOfLastScatter()
+ GetMomDirAtLastScatter()
+ GetTimeAtLastScatter()
+ GetTimeAtVertex()
+ GetEnergyAtLastScatter()